Algebra 1™

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SYSTEM REQUIREMENTS

Apple® II, II+ or Franklin Ace™ 1000 • 48K RAM
Applesoft • One Disk Drive • DOS 3.3

PACKAGE CONTENTS

Algebra 1 Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Algebra 1 is for every student today interested in acquiring the math skills necessary in an increasingly scientific and technological world. It is the first part of a series of programs, which together comprise a complete algebra course. This first part is designed to help the beginner or review student master basic concepts in algebra. It includes five major units: Definitions, Number Line Operations, Sets, Evaluating Expressions and Rules For Equations Reduction.

Through techniques like colorful display graphics, flow charted "information maps" and customized lesson plans, learning with Algebra 1 is fun and personally challenging. A flexible lesson plan allows you to master concepts like properties and equation operations at your own pace. Success is easy in algebra when you study with Algebra 1.

IV. Troubleshooting

Refer to this section if your new Algebra 1 program does not work properly.

The program never starts, or dies soon after starting.

- Check the instructions for getting started. Try them again, following all the steps exactly.

- Check to see that you have the diskette in disk drive #1, and that this drive is in slot #6.

- Make sure you have all the equipment necessary to run this program, and that it is properly connected. See the front page of this booklet for a list of necessary equipment.

- Make sure your disk drive is working properly. Try another diskette which you know to be good. If it also does not start properly, stop the computer immediately, and disconnect the drive. Do not use the drive again until it is checked, or it may damage other diskettes.

Your disk becomes damaged.

Given normal use, it should not be possible to damage your diskette. Should your diskette become damaged, please send it to us at the address below, together with a short description of the problem. The Software Guild will replace your disk promptly, per provisions in the warranty.

Other problems.

If you have problems with your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

The objective of The Software Guild[SM] is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

The Software Guild[SM]
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24213 Clawiter Road
Hayward, CA 94545

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INPUTS AND OUTPUTS

Inputs are entries which you type into the computer. In this manual inputs are presented in one of two ways:

individual console keys	<RETURN>, <3>, <P>
everything else	*RUN, 09/12/82, Roger*

While running the program, the computer will be presenting a variety of information, prompts and messages to you on the screen. In this manual such outputs will be presented in boldface italics:

(sample output) ***Enter your name***

Note: The <CTRL> key operates like the shift key on a regular typewriter. If you are told to enter <CTRL-P>, just press <P> while holding the <CTRL> key down.

IMPORTANT TIPS

Handle your diskettes carefully and always keep them in their special jackets while not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not press <CTRL-C> while the program is running. Results are unpredictable and damage to your program may result.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Troubleshooting section of this manual.

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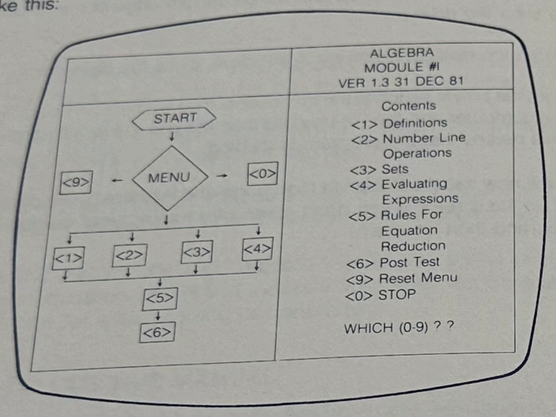
II. How To Use Algebra I

THE ALGEBRA MENU

Begin by following the "Getting Started" instructions above. After your disk has been "booted", the first screen shown is the Algebra Menu and will have a contents list on the right side of the screen that looks like this:



Select any desired program from the menu and press the number key for that program. The highlighted box on the left confirms your selection. If you have a color TV or monitor on your Apple II or II+ you will notice that Algebra 1 uses color coordinated outlines around boxes on the Menu. These provide lesson sequence information to help remind you where you are in the course.

- *A white outline means that the unit post test has not been attempted.*
- *A green outline tells you that you passed a post-test.*
- *A red outline warns you of areas in your program that you unsuccessfully attempted and need to review.*
- *A blue outline indicates a recommended unit.*

Note To Franklin Ace Users: Although the color coding enhances your Algebra 1 program it is not a necessary feature.

After you have entered your selection a list of concepts associated with the that lesson will appear. This is the first of two sub-menus. To get a better idea of these concepts look at "The Lessons of Algebra 1" section and notice the contents after each unit title. Here is a list of concepts the screen would display if you pressed <1> on the Algebra Menu.

<1> Numerals
<2> Operators
<3> Grouping Symbols
<4> Equality
<5> Definitions Test

Select the concept you wish to work with by pressing the appropriate number key and the second sub-menu (the mode selection screen) will appear. Mode selection gives you a choice about how you study particular concepts. Here are your choices and a brief description.

- ***Definitions:*** an explanation of concept terms is presented.
- ***Rules:*** all rules associated with a concept are presented.
- ***Examples:*** for each concept there are many examples showing how to apply that idea and how to solve related problems.
- ***Sample Problems:*** in each mode nine test problems are presented. After each response a ***RIGHT*** is provided if the answer is correct, a ***WRONG***, or a ***NO***, with the correct answer given, if the response was incorrect.

In most cases you will want to examine all four to fully grasp the concept. Sometimes, however, you may just want to see an example or sample problem. The choice is always yours. After you have chosen the mode, the first page of the information contained in that mode will appear on the screen. When you have completed the unit, a post test is given to evaluate your knowledge for each concept.

**NOTE: On the top of the screen display for each page you will notice in the upper left hand corner three letter/number groups. The letters are C, M, and P. The C refers to the concepts which are available on the menu. The M refers to the mode: One = Definitions; two = Rules; three = Examples; and four = Sample Problems. The P refers to the page number within that concept and mode. Sometimes there will only be one page for a particular mode and in other cases there are multiple pages.

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